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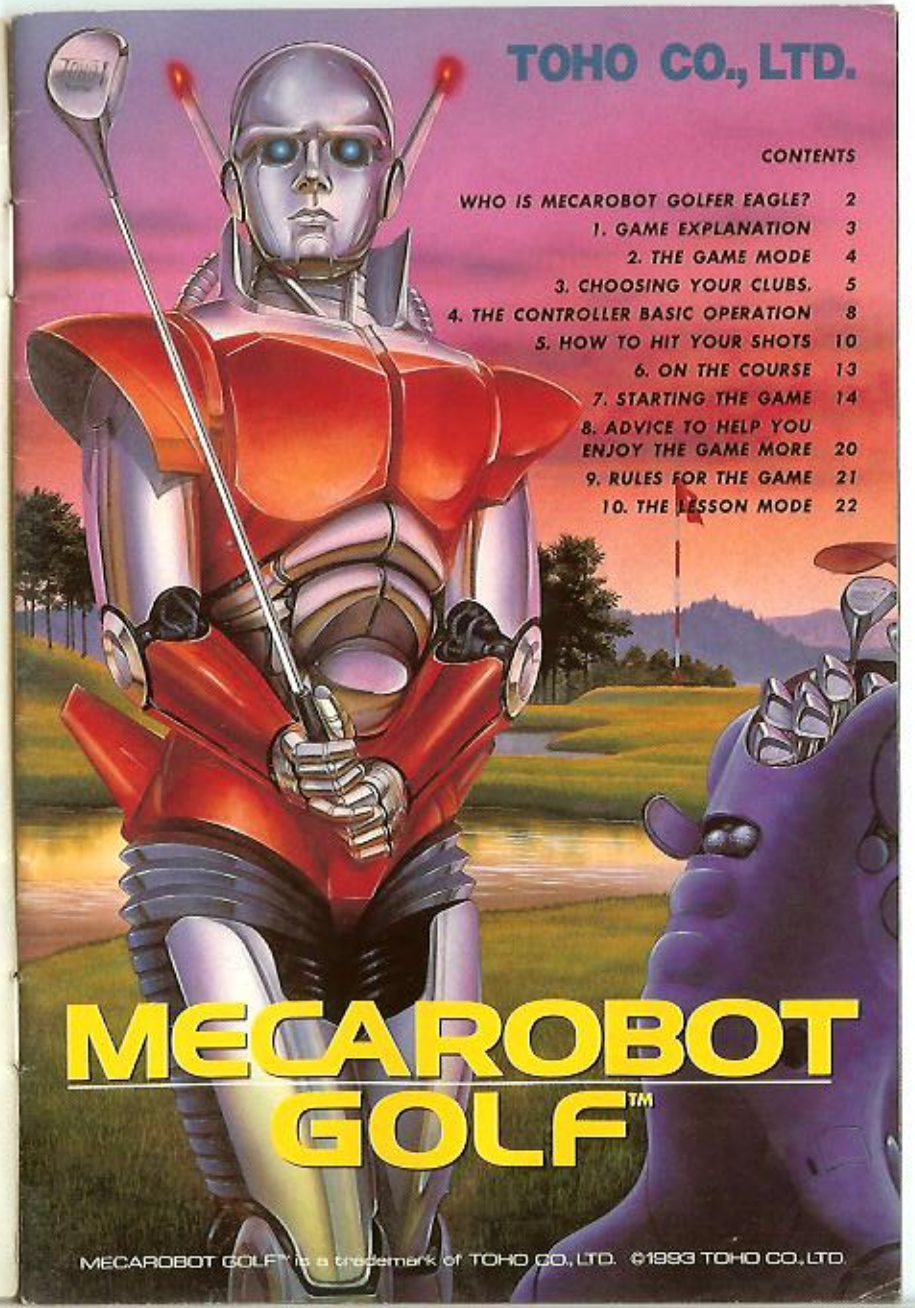

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MECAROBOT GOLF™

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WHO IS MECAROBOT GOLFER EAGLE?

The hero of this game, Eagle, is a robot having a human body but no heart. His golf is perfect because he hits the ball with matchless power and at angles calculated using data stored in his highly advanced artificial brain. The engineers who created Eagle have an ambition : to participate in a pro golf tournament. If he does, human golfers will be no match for him, or so the engineers believe. But meeting the resistance of other pro-golfers, they reluctantly drop their plan. Their sponsor a golfing buff named Mr.Rich calls for contenders with an enormous prize as bait. But he receives no response. Eagle misses the chance to display his ability. The sponsor buys Eagle a golf course and names it Hyper Golf Club. Eagle is still waiting for challengers. If you think you're not good enough to beat him, he'll give you lesson as you compete with him along the course. So let's go to Hyper Golf Club. Eagle is looking forward to a match with you.

1. GAME EXPLANATION

By using the scroll techniques and the rotation, magnification, and reduction modes incorporated in the Super NES, "*MECAROBOT GOLF*" presents you the newest 3D golf game from the tee ground to the green in one large scale map.

This game is split into three modes beginning with the "*Lesson Mode*", which will teach you the manners and rules of golf as you go around with MECAROBOT EAGLE; the "*Competition Mode*" which allows you to play against the MECAROBOT or with the player's family; and the "*Driving Range Mode*" where you can practice your driving skills.

The course itself is an original design called Hyper Golf Club. Surrounded by a forest and a lake, this beautiful golf course brings out the realistic mood of the different seasons of the year and lets you enjoy the conditions of real golf as you play.

The chosen clubs in the beginning of the game decides the level of the player. There are four classes that are divided by your handicap and your driving distance skills —— DUFFER, AVERAGE, HICLASS, and SEMIPRO. These levels will change during the game depending on your score result through the advice of EAGLE, and will go up or down. Also, if the maximum driving distance of your clubs increases on the driving range, then your distance will also increase on the course during a game round.

2. THE GAME MODE

"MECAROBOT GOLF" has three different game modes. Here we will explain how they work.

▶ LESSON MODE

Here you will practice with EAGLE. During the game when EAGLE gives you advice, "LESSON" will appear on the screen. Push the X button, and the lesson contents will show up. After the 9H or 18H is finished, EAGLE will give you an appraisal of your play. Depending on your score after the 18H, EAGLE will decide your level and handicap for your next game.

▶ COMPETITION MODE

The COMPETITION MODE allows you to play against EAGLE or the player's family. (the father GARY, the sister GENA, and the wife GRACE)
When you play against EAGLE, he will not give you any advice. After one round, EAGLE will still give you your level and your handicap just like in the LESSON MODE.
The players in the game with the family are EAGLE, GARY, GENA, and GRACE. You will choose one of the four, and play the game. If you choose EAGLE, you will obviously be very good. You must try out the other three and see how good they are, too.

▶ DRIVING RANGE MODE

In the practice area, you are allowed to hit 100 balls.
You can practice the timing of your swing here, or you can try out the distance of each club.
Even though this is a practice area, try not to relax too much, because it is here that the distance of your clubs are corrected to the way you hit the ball. The maximum distance for that club will change based on your shot. The more times you hit it well the further the club distance increases. The more times you miss a shot, the distance will change, and become lower. (Read "3. Choosing your clubs." if you have any questions about the clubs and levels, and the distance of your swing)
If you press the X button during practice you can find out your distance average, or end your practice.

3. CHOOSING YOUR CLUBS.

There are four levels in the clubs used in this game. Each club set has a designated basic distance. Also, each has a different swing speed and level. The club initial set up is as follows:

DUFFER

CLUB: 1W 3W 5W
3I 4I 5I 6I 7I 8I 9I
PW SW PT
DISTANCE: 200Y HDC: 36
SWING SPEED: SLOW
FEATURE: The driving distance is short, but it is easy to meet at the red triangle ▼ and it is easier to finish with a good score.

AVERAGE

CLUB: 1W 3W 4W
3I 4I 5I 6I 7I 8I 9I
PW SW PT
DISTANCE: 230Y HDC: 24
SWING SPEED: NORMAL
FEATURE: Harder than the DUFFER's club, but with a little practice, anyone can manage it. With a handicap of 24, you can expect a good net score.

[HICLASS]

CLUB: 1W 3W 4W 5W
3I 4I 5I 6I 7I 8I 9I
PW SW PT

DISTANCE: 250Y HDC: 12

SWING SPEED: SLIGHTLY FAST

FEATURE: The bar of the swing gauge becomes quite fast compared to the first two levels, so you may miss many shots and rack up a bad score. However, you must clear this level in order to make good shots with the clubs for the SEMIPRO level.

[SEMIPRO]

CLUB: 1W 3W 4W
2I 3I 4I 5I 6I 7I 8I 9I
PW SW PT

DISTANCE: 280Y HDC: 6

SWING SPEED: FAST

FEATURE: The bar becomes terribly fast, so the full use of the club is one difficult technique to work on. However, when the driver hits the ball with maximum power and the impact bar hits the sweet spot, you can experience the overwhelming feeling that comes from smacking a shot some 280 yards!

Please try out the swing speeds by playing the actual game.
The distance will increase as the swing speed becomes faster, but the timing of the impact will become more difficult, and you will tend to miss a lot of shots. The distance that we are talking about here is the farthest distance of every club or level. This is the case when there is no wind, the gauge has reached the maximum power level, and the impact timing is perfect. However, in the actual distance will be the factors of wind carry and the roll of the ball after it hits the ground. Depending on the condition of the ground, the distance will also change.

This can also happen on the practice course, and your distance can go up or down. When you have raised your distance up in practice, the level of your distance would be as follows:
For example, on the DUFFER level, when you have raised your distance in practice up to 250 yards, and have gone up to the AVERAGE level, which is set initially at a value of 230 yards, you will be able to keep that 250 yard distance that you acquired on the practice range. On the other hand, on the next round, if you are dropped to the DUFFER level again, you will lose your 250 yards, and your distance will go back down to the 200 yard average initially set up for the DUFFER level.

1W~5W are called woods, and they are used when distance is needed.

1W: This is called a driver, and it is used for the tee shot. When the lie on the fairway is good, professionals and players on the top level often use this club.

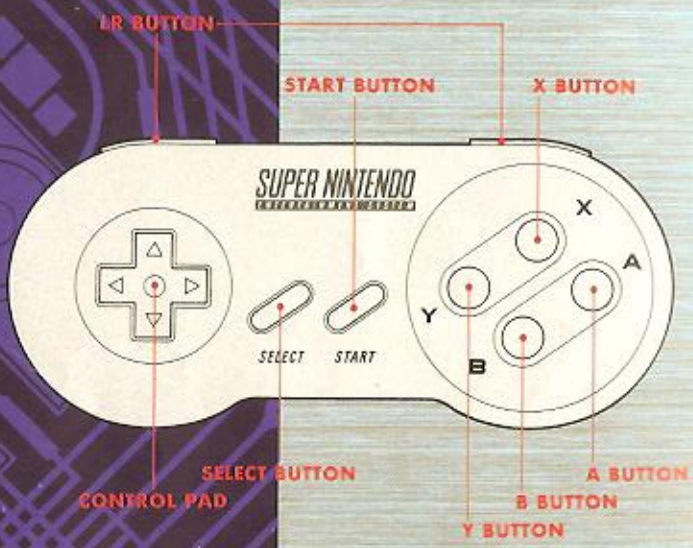
3W: This is called a spoon, and it is used for a shot from the fairway.

4W: This is called a baffy and is used mainly on the fairway.

5W: This is called a cleek. Made for beginners, the ball lifts better than the 1I~3I.

1I~5W are called irons. 1I~3I are long irons, 4I~6I are middle irons, 7I~9I are called short irons, and the PW and SW are called wedges (pitching wedge, and sand wedge). Irons are selected by matching the club distance to the remaining distance to the pin.

4. THE CONTROLLER BASIC OPERATION



(Controller #1 is used)Here we will explain the basic operation of the different buttons to control and play this game. For more detailed operation, refer to the page about each mode.

B BUTTON (selection, message forwarding)

- When choosing the contents to begin the game from the mode select.
- Selecting letters for your name.
- Forwarding the message window, showing the next message.
- Selecting your clubs, direction, and your stance.
- Hitting your shots.

A BUTTON (cancel)

- You can cancel the select windows made at the clubhouse front. (You can go back to the previous window.)
- You can cancel your clubs, direction, and your stance.
- Pressing this button will show the undulation (=^) on the green and erase it when pushed again.

X BUTTON

- It will open the LESSON window.
- It will end the practice course.

Y BUTTON

- You will not use this button.

L/R BUTTON

- It will move the directional cursor to the left and right before you make your shot.
- It will move the directional cursor to the left and right on the putting green.

CONTROL PAD

(moving the selecting cursor)

- Moving the cursor to choose your name and the month. (Up, Down, Left, Right)
- Moving the cursor to choose the menu and the mode. (Up, Down)
- Choosing your clubs (Up, Down) and your stance (Left, Right).

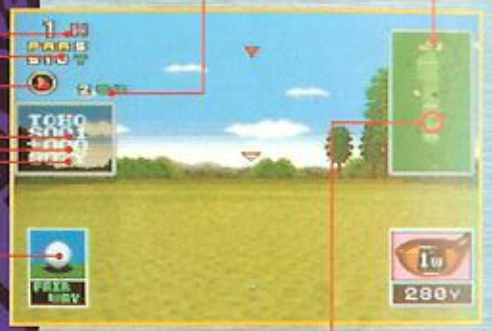
START BUTTON

- Starting the game. Skipping the demonstration screens.
- Pausing the game.

SELECT BUTTON

- Opening the selecting window during the game.

5. HOW TO HIT YOUR SHOTS



(Eagle's ball will be indicated in white when the professional shoots, and the player's ball will also be indicated in white when the player shoots.)

To hit your shots, you must follow these directions.

1. First of all, you must choose your club.

On the bottom right of the screen, a club selecting window will appear and start blinking.

Using the control pad(Up, Down), you can choose your club. When you want to choose your club, and the window is not blinking, or you want to cancel your club choice, push the A button. Now the window will show the clubs 1W to SW in order for you to choose by looking at your distance to the green. Under the club face the distance of the current player's level is shown.

2. Next, you must choose the direction of your shot.

After you choose your club with the B button, the directional cursor (a red triangle ▼) on the center of the screen will start blinking. You may choose your direction with the LR button. The red triangle ▼ will indicate the direction the player is facing, and on the screen will appear the pin or the pin symbol mark which will show the direction of the pin. The red directional cursor ▼ can be moved left and right by pressing the LR button. A white pointer will appear on the hole map on the upper right hand corner to show you the direction of your shot. By making reference to this, you can avoid trees, bunkers and rough, and aim for the fairway. After you chose your direction, push the B button. In doing this, the screen will rotate to the left and right, and switch to a screen frame taken straight from behind which shows the player aiming for the hole.

3. After choosing the direction, next you will choose your stance.

The stance window will blink, and you can change it by using the left and right of the control pad. You can do fade shots and draw shots by changing your stance.

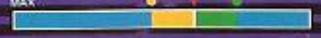
4. It's finally time for your shot.

The shot depends entirely on the timing used when you push the B button.

Look at the swing gauge below you. When you push the B button once, the white bar on the swing gauge will move from right to left. When the bar hits the MAX edge on the left side of the gauge, it will come back to the right.

When you push the B button the second

The pointer will be indicated on the line of the frame when the ball position is close to the green.



time, this is to decide the power of your shot. When you hit the B button right on the farthest edge of the gauge at the left (where MAX is displayed), this will be the strongest possible shot.

When you push the B button a third time, this will decide the impact. This impact depends on where you hit the B button in the impact area. The impact area consists of:

-If the B button is pushed on the red triangle mark ▼, this is the "sweet spot", and is a perfect meet.

-If the B button is pushed in between the red mark ▼ and the yellow circle ● to the left of it, it is a duffed shot and will make the ball trajectory go very high.

-If the B button is pushed in between the red mark ▼ and the green circle ● to the right of it, it is a topped shot and will make the ball trajectory go very low.

When the impact is made, the player on the screen will make the shot.

The swing speed (the speed of the bar) will change depending on the level of the player. If the impact is made outside of the impact area, this will be a "swing-and-a-miss" and one stroke will be added. Also, as regards power, this is chosen by the initial speed of the ball, so even if it is hit at half power, this does not mean that the distance will be halved.

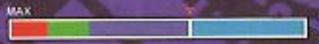
5. When all of the player's balls land on the green, the screen will change into a birds eye view of the green.

You can only use the putter on the green. Once the putting power and direction is decided, the computer will automatically putt for you. Decide the direction with the LR button, and putt with the B button. Your ball will always be shown as the white ball whether you are playing with EAGLE or together with the family.

Press the B button once, and the bar will begin to move to the left. Press the B button again in between the triangle ▼ and MAX point which is shown on the left edge of the gauge.

If you push the button near the MAX, you will of course get a very strong putt. You can confirm the undulation of the green by pressing the A button before you putt. The degree of undulation and the direction is shown with a white triangle △, and the bigger the triangle the bigger the undulation. Also, there can be undulation even where triangles are not displayed, as this undulation continues from one triangle to the next triangle.

Directional pointer



6. ON THE COURSE

During the game and on the course, you can look at your scorecard, the whole map of the course, change the music, change the volume, and you can save your game while in progress. By pressing the SELECT button on your turn at the club selection frame, the selecting window will show up with a menu like what appears below.

- **SCORE** : You can confirm your score.
- **MAP** : It will show the whole map of the course. The ball in play will blink.
- **MODE** : You can change the track of the back ground music, switch from stereo to mono, select the volume, and

change the speed of the message display.

● **SAVE** : You can save your game whenever you like during the game. When you play again, you can start from the place you saved. Refer to "HOW TO SAVE".

Choose one of the above from the menu with the control pad. By pressing the B button, it will change to each screen.

▶ HOW TO SAVE

BY pressing the SELECT button on your turn at the club selection frame, the selecting window will show up with mentioned menu. Choose SAVE from the menu with the control pad and press the B button. There will be a sound to show it is saved.

Refer to P.16 "Resuming play from a continuation" in connection with resuming play.

7. STARTING THE GAME

▶ Game Start

Switch on the power, it will show EAGLE's demonstration shot, and the screen will show the title. If you press the START button or the B button, it will continue and show the greenkeeper cutting the hole in the morning light, the big map of the whole eighteen holes, and then onto the clubhouse entrance, right up to the clubhouse check-in front counter.

Here you will print in your name, your clubs, and choose the game mode.

▶ The MENU Selection

The girl at the reception desk will say, "WELCOME TO HYPER GOLF CLUB. SELECT ONE FROM THE MENU.", and the menu screen for:

NEW GAME
CONTINUE
ERASE

will appear. You may choose one of the three with the control pad and the B button.

Playing the first time

When this is your first time playing, you will choose "NEW GAME".

Then, "ENTER YOUR NAME AND CHOOSE A BAG OF CLUBS" will appear, and you will input your name and the month you are playing on the screen.

First, you will choose the month you want to play in. You can choose one of the months between 1-12 (January to December) with the control pad and make your selection with the B button. 3 to 5 (March to May) is spring, 6 to 8 (June to August) is summer, 9 to 11 (September to November) is fall, and 12 to 2 (December to February) is winter. The selection of a different season will not only make the color of the grass and the sky different, but will change the condition and roll of the course itself, just as in real golf.

After you decide on the month, you can type in your name.

Using the control pad to find the letters you want and selecting with the B button, you can input your name. It can only be a maximum of five letters. After you finish inputting your name, select ED(=END) at the bottom right. This ends the session for name input. Next, it will change to a screen for club selection.

"CHOOSE ONE OF THE BAGS" will appear. The clubs are in four different caddie bags. From the left is the DUFFER bag for the beginner's level, the AVERAGE bag for the amateur level, HICLASS for the higher level, and the SEMIPRO bag for the pros. Choose the clubs that best fit your level from one of these bags.

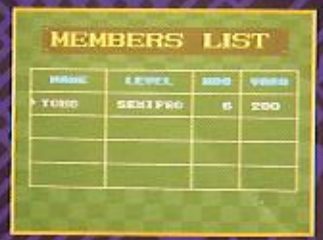
Choose the bag by moving the cursor with the control pad and select with the B button. The clubs selected, the level, and the handicap will be displayed.

"IS THIS CHOICE CORRECT? - YES, NO." will appear, so choose yes or no by moving the cursor with the control pad and select with the B button.

If you choose "NO", "CHOOSE ONE OF THE BAGS" will be displayed, so that you can choose a different bag again.

By confirming the club type, be sure and select the clubs that best fit your playing level. (To better understand the differences in game play by the choice of club types, make reference to the item "3. Choosing your clubs.")

If you choose "YES", the screen will change to the MEMBERS LIST, showing your name, level, handicap and maximum driving distance. Check the information about you on this list as well. If you press the B button, you will go back to the front desk.



Resuming play from a continuation.

If you would like to start from the place you saved, select "CONTINUE". When you select "CONTINUE", "SELECT DATA TO PLAY" will appear, and if you press the B button, the member's list will appear. Select one of the play data choices, and press the B button if you are ready to play again. The game will start from the place it was saved, and in the game mode that was saved. The score will remain the same, just like you left it.

Erasing data you no longer need.

In this game, you may save up to four data, but if you want to input a new name, by selecting "ERASE", you must erase one that you will not use anymore. If you select ERASE in the menu, the member's list will appear.

By choosing the one you want to erase with the select cursor, you make your choice with the B button. Once you have pressed the B button the saved contents will be erased. Be aware that after you erase, you cannot cancel the choice even by using the A button, so be very careful in making your choices for erasure. After you have erased the data, you can input a new name in its place from the screen at the front desk by choosing "NEW GAME" from the menu.

▶The GAME MODE Selection

If you choose NEW GAME at the front desk, SELECT GAME MODE

LESSON
COMPETITION
DRIVING RANGE

will appear.

▶LESSON MODE

If you want a lesson from EAGLE, choose LESSON with the select cursor and press the B button. The MEMBERS LIST will appear, and the player's data will be confirmed.

Press the B button again, and your lesson will begin.

EAGLE will say,"LET'S BEGIN A LESSON ROUND. PRESS X BUTTON WHEN 'LESSON' APPEARS ON THE SCREEN" and then the hole number, the distance, and the par will appear, and an explanation of the hole will be given. Confirm the shape of the course and the approach to the green by checking with the hole map that appears on the screen.

When play begins and the player is about ready to make his shot, sometimes the word, LESSON, will appear on the screen. This means that there is a lesson from EAGLE, so press the X button, and EAGLE will give you advice.

If you don't want any advice, keep on going with your shot. After the 9H and 18H, there will be an appraisal from EAGLE. At the 9H, there will be an OUT score appraisal for the holes 1 through 9, and at the 18H, an IN score appraisal for holes 10 through 18, plus a total appraisal and decision on your appropriate level. The results can improve your handicap and your level, but it can also bring it down. Your level and handicap on the member's list will automatically be changed. In the next game, play at the level EAGLE told you to go to. With the change of the level, the clubs may change as well.

▶ The COMPETITION MODE Selection

When you want to play against EAGLE or the player's family members, you can choose the COMPETITION MODE. When you select the COMPETITION MODE,

WITH EAGLE
WITH FAMILY MEMBERS

will appear, so you can choose either one.

1. Playing with EAGLE

When you choose WITH EAGLE with the B button, the game will start, and the screen will change into a golf course.

EAGLE will tell you, "THIS IS A MATCH. NO ADVICE IS GIVEN.", and he will introduce the holes. EAGLE will start off with his tee shot. Then it's your turn. Make reference to "5. HOW TO HIT YOUR SHOTS" for your shots.

After the 9H and the 18H, just like in the lesson mode, EAGLE will give you an appraisal of your skills.

2. Playing with the Family

When you press the B button following the "WITH FAMILY MEMBERS", "SELECT A PLAYER" will appear.

Press the B button and the screen will change into the PLAYER SELECTION mode. Choose one of the four players with the control pad and press the B button.

Each of the players have their own unique personalities, so be sure and try them all out. Once you have chosen the character that you will play, the competition match will begin.

The game will start with a short introduction by each of the players. Then, EAGLE will take his tee shot. When you play with the family members, there is no appraisal from EAGLE nor a decision on your level. What's more is that no matter how many times you hit the ball it will not affect your level or handicap, so play as freely as you wish.

▶ *The DRIVING RANGE MODE Selection*

If you select "DRIVING RANGE" with the B BUTTON, "YOU HAVE 100 BALLS FOR PRACTICE SHOTS. YOU MAY QUIT AT ANY TIME." will appear, and after confirming the player from the MEMBERS LIST, the screen will change into a practice area.

You make your shots after choosing the club and your stance. The screen will not move with your ball here, but after your shot, on the lower left hand corner, it will show your distance. The number of balls you have left will be shown on the upper right hand corner. The most important purpose of going to this practice area is for you to increase the maximum distance of your clubs by hitting as many perfect shots in a row as possible. On the other hand if you miss many shots in a row, your maximum distance will go down, so your utmost concentration is needed here on the practice range as well.

When you want to quit in the middle of your practice, you can press the X button. EAGLE will tell you, "PRACTICE FINISHED? YOU HAVE ATTAINED LEVEL..... MAXIMUM DRIVE.....Y" and tell you your maximum distance for your level at that point. If you press the B button, the practice session will finish and the screen will return to the front desk. If you want to continue your practice, press the A button. The practice will continue. After you finish the practice with 100 shots, EAGLE's message will automatically appear, and when the B button is pressed the screen will change to the front desk.

8. ADVICE TO HELP YOU ENJOY THE GAME MORE

These are some tips to remember to help you enjoy "MECAROBOT GOLF" even more.

1. Choosing the right clubs.

The clubs for the HICLASS and SEMI-PRO are very fast, and they are difficult to make good shots with. So, start out by practicing with the DUFFER or AVERAGE levels until you are consistently making nice shots.

2. Using the practice area well.

Confirm the distance of each club by using the practice area. This is the time to figure out how much power is needed, and the timing to hit the ball to get a certain distance. Also, you can see the change in distance and direction caused by wind headings and wind speed. This is the chance for you to practice under a variety of situations and circumstances.

3. Using the wind as an ally.

Since Hyper Golf Club is built near a lake, the influence of the wind on the ball is very great. Always check which way the wind is heading and at what speed before you take a shot. The wind speed is always changing. Even on the same hole, depending on the season, the wind can be very strong, and the speed is constantly changing. Hit the higher trajectory when the wind is fair and the lower trajectory when the wind is against you.

Be prudent about choosing your clubs to fit the wind situation.

4. The higher the trajectory, the better the approach.

Your shot is definitely better the higher you hit it. This is especially so when you need a direct approach and need to count on the wind carry to take you over sand traps and lakes.

5. Hitting short shots.

When you want to make a short approach shot or a short putt, you should hit the B button right as the bar returns back towards the right and nears the impact area. Don't forget to push the B button again for the impact, though.

9. RULES FOR THE GAME

There are two local rules for this game. Be aware of them while you are playing.

1. For the OB (Out of Bounds) indication, the OB areas are marked with white dots (points) on the course. (On a real course these would be white stakes or white lines.)
2. The water hazard on the 17th hole is marked as an OB.

When the ball goes in the water hazard by going past the green or coming up short, you must hit the ball again from where you hit your first shot.

10. The LESSON MODE

The advice concerning the manners, rules, and techniques that EAGLE gives you in the LESSON MODE are based on the contents used in real golf. There are some contents that are not in agreement with the game screen display. There are many different techniques to the game of golf, so those in this game might not fit with everybody's own style. So use the contents of the lesson as a reference and then find some good techniques of your own as you play.

90-DAY LIMITED WARRANTY

▶ 90-DAY LIMITED WARRANTY:

TOHO CO., LTD. (TOHO) warrants to the original purchaser that this TOHO Game Pak ("PAK") shall be free from defects in material and workmanship for a period at 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, TOHO will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the TOHO Consumer Service Department of the problem requiring warranty service by calling: (310) 277-1081. Our Consumer Service Department is in operation from 10:00 A.M. to 5:00 P.M. Western Time, Monday through Friday.
3. If the TOHO service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
   TOHO CO., LTD.
   2049 Century Park East, Suite 490,
   Los Angeles, CA 90067

This warranty shall not apply if the PAK has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

▶ WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TOHO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion at consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.